Table of Contents

Zone Control API > BS2_GetAntiPassbackZoneStatus

BS2_GetAntiPassbackZoneStatus

Retrieves the status of selected Anti Passback zones.

Declaration

```
#include "BS_API.h"

int BS2_GetAntiPassbackZoneStatus(void* context, BS2_DEVICE_ID deviceId,
BS2_ZONE_ID* zoneIds, uint32_t zoneIdCount, BS2ZoneStatus** zoneStatusObj,
uint32_t* numZoneStatus);
```

See BS2ZoneStatus Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Anti Passback zone IDs to retrieve
- [In] *zoneIdCount* : Size of the Anti Passback zone ID list
- [Out] *zoneStatusObj* : Zone status list pointer
- [Out] *numZoneStatus* : Number of zone status records

> **NOTE**
> The zoneStatusObj variable needs to return the memory to the
> system by the BS2_ReleaseObject function after being used.

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.

See Also

BS2_GetAntiPassbackZone

BS2_GetAllAntiPassbackZone
BS2_GetAllAntiPassbackZoneStatus
BS2_SetAntiPassbackZone
BS2_SetAntiPassbackZoneAlarm
BS2_RemoveAntiPassbackZone
BS2_RemoveAllAntiPassbackZone
BS2_ClearAntiPassbackZoneStatus
BS2_ClearAllAntiPassbackZoneStatus